

1942

**TEST
OPERATING
MANUAL**

CAPCOM



* This game machine is provided with a test program to check whether the various functions are operating normally.

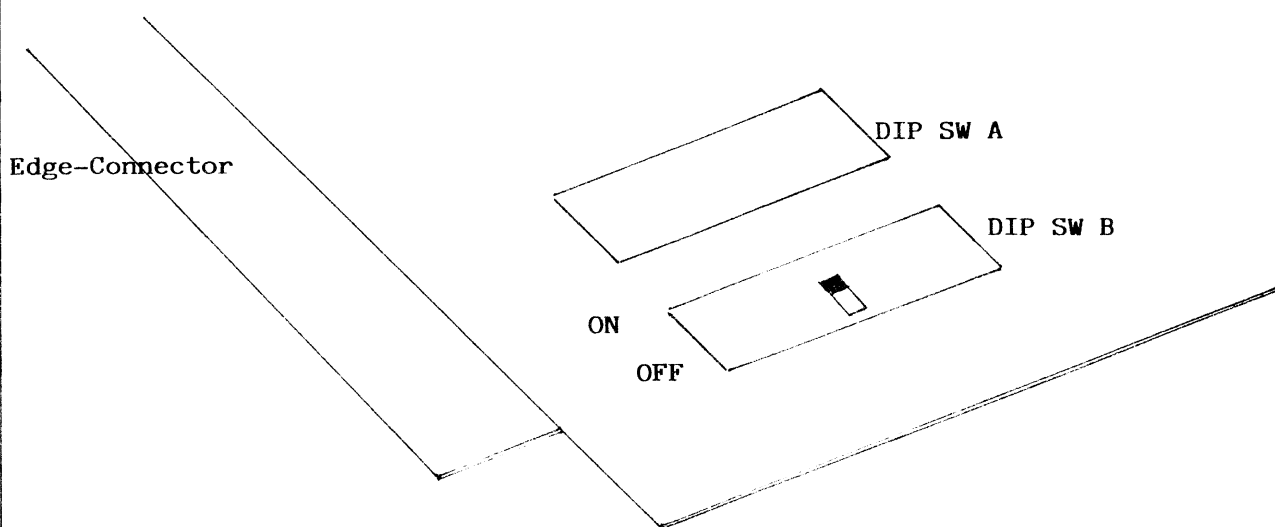
I. Test Items

- (1) INPUT
- (2) OUTPUT
- (3) HARD COLOR
- (4) SOFT COLOR : CHAR (VIDEO RAM)
- (5) SOFT COLOR : SCROLL
- (6) DOT CROSS HATCH
- (7) CHAR (VIDEO RAM)
- (8) SCROLL
- (9) OBJECT
- (10) SOUND

II. Starting the Test

With the power OFF, set switch No. 5 on DIP SW B to ON.

The machine will then go automatically into the TEST mode when the power is turned ON.



III. Test Method

Test operation is carried out with the 4-way lever and the "F" button. Operation will differ according to the test item but this will be displayed on the message line at the bottom of the screen.

F : (Fire button)

LEVER:

RT (Tilt lever to the right) : INC (Adds 1)

LT (Tilt lever to the left) : DEC (Subtracts 1)

EXEC (Executes test items)

END (End of test items)

LEVER & F (Operate lever and F button simultaneously)

IV. Selecting the Test Item

- * A RAM check is automatically carried out before the test starts. (Fig. 1) Tests may not proceed normally if all RAMs do not check out OK. When the RAM check is over, tilt the lever to EXEC and the test menu will be displayed.
- * The red symbol is the cursor
Set the lever to the desired test item and push the F button. (Fig. 2)

RAM CHECK

	<u>ADDR</u>	<u>WR</u>	<u>RD</u>	<u>LOC</u>
W-RAM 1 :	- OK -	* *	* *	NO9
W-RAM 2 :	- OK -	* *	* *	N10
C-RAM :	- OK -	* *	* *	D02
S-RAM :	- OK -	* *	* *	A09

LEVER : NEXT

TEST MENU

01	INPUT		
02	OUTPUT		
03	HARD COLOR		
04	SOFT COLOR	:	CHAR
05	SOFT COLOR	:	SCROLL
06	DOT CROSS HATCH		
07	CHAR		
08	SCROLL		
09	OBJECT		
10	SOUND		

F : EXEC

(1) INPUT TESTS

Operate all INPUTs used in this machine and check whether ON/OFF action is normal. When the switch is pressed, 1 will be displayed and when released, 0 will be displayed. When the DIP switch is ON it will be 1 and when OFF it will be 0.

(INPUT)

IN - ADDR		MSB	LSB
COO0H	:	0 0 0 0 0 0 0 0	0
COO1H	:	0 0 0 0 0 0 0 0	0
COO2H	:	0 0 0 0 0 0 0 0	0
COO3H	:	0 0 0 0 0 0 0 0	0
COO4H	:	0 0 0 0 0 0 0 0	0

LEVER & F : END

(2) OUTPUT Tests

Operate and check all OUTPUTs used in this machine. Move the cursor (red symbol) by means of the lever and set the bit to be output ON/OFF by pushing the F button. (D1 and D0 of address C806 cannot be operated since they are always set to 10)

(OUTPUT)

OUT - ADDR		MSB	LSB
C800H	:	0 0 0 0 0 0 0 0	0
C801H	:	0 0 0 0 0 0 0 0	0
C802H	:	0 0 0 0 0 0 0 0	0
C803H	:	0 0 0 0 0 0 0 0	0
C804H	:	0 0 0 0 0 0 0 0	0
C805H	:	0 0 0 0 0 0 0 0	0
C806H	:	0 0 0 0 0 0 0 1	0
C806H	D1 - 0	:	NO SET

F: ON/OFF, LEVER & F : END

(3) HARD COLOR Test

The hard colors used in this machine are displayed on the screen. Use this test to adjust the colors.

(Use the dot cross hatch to check color shifts.)

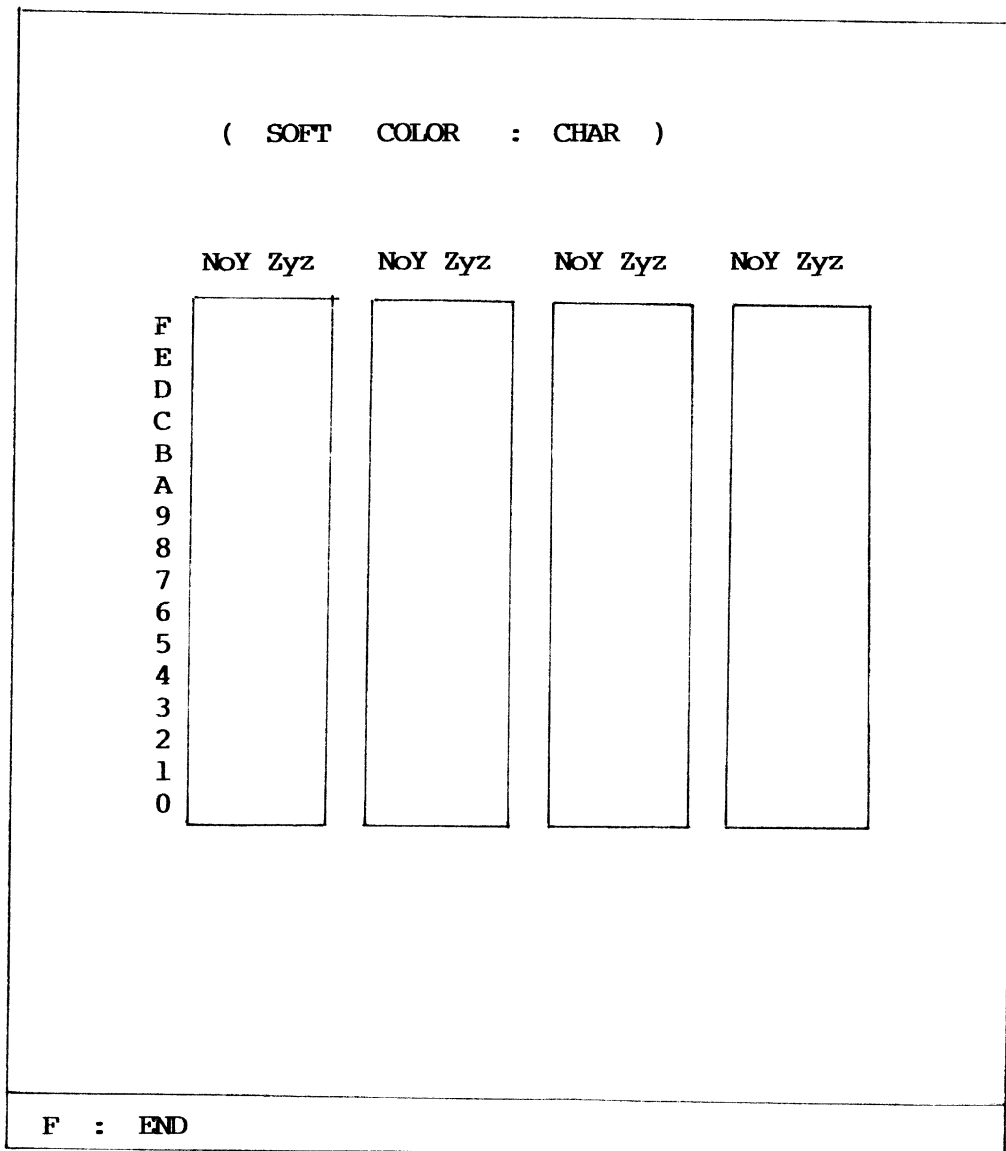
(HARD COLOR)

- CHAR -			-- SCROLL --			OBJECT	
7	F		7	F		E	F
6	E		6	E		C	D
5	D		5	D		A	B
4	C		4	C		8	9
3	B		3	B		5	7
2	A		2	A		4	5
1	9		1	9		2	3
0	8		0	8		0	1

F : END

(4) SOFT COLOR: CHAR Test

Displays CHAR (Video Ram) of soft color control used in this machine.



(5) SOFT COLOR: SCROLL Test

Displays the scroll colors of all soft color controls used in this machine.

(SOFT COLOR : SCROLL)

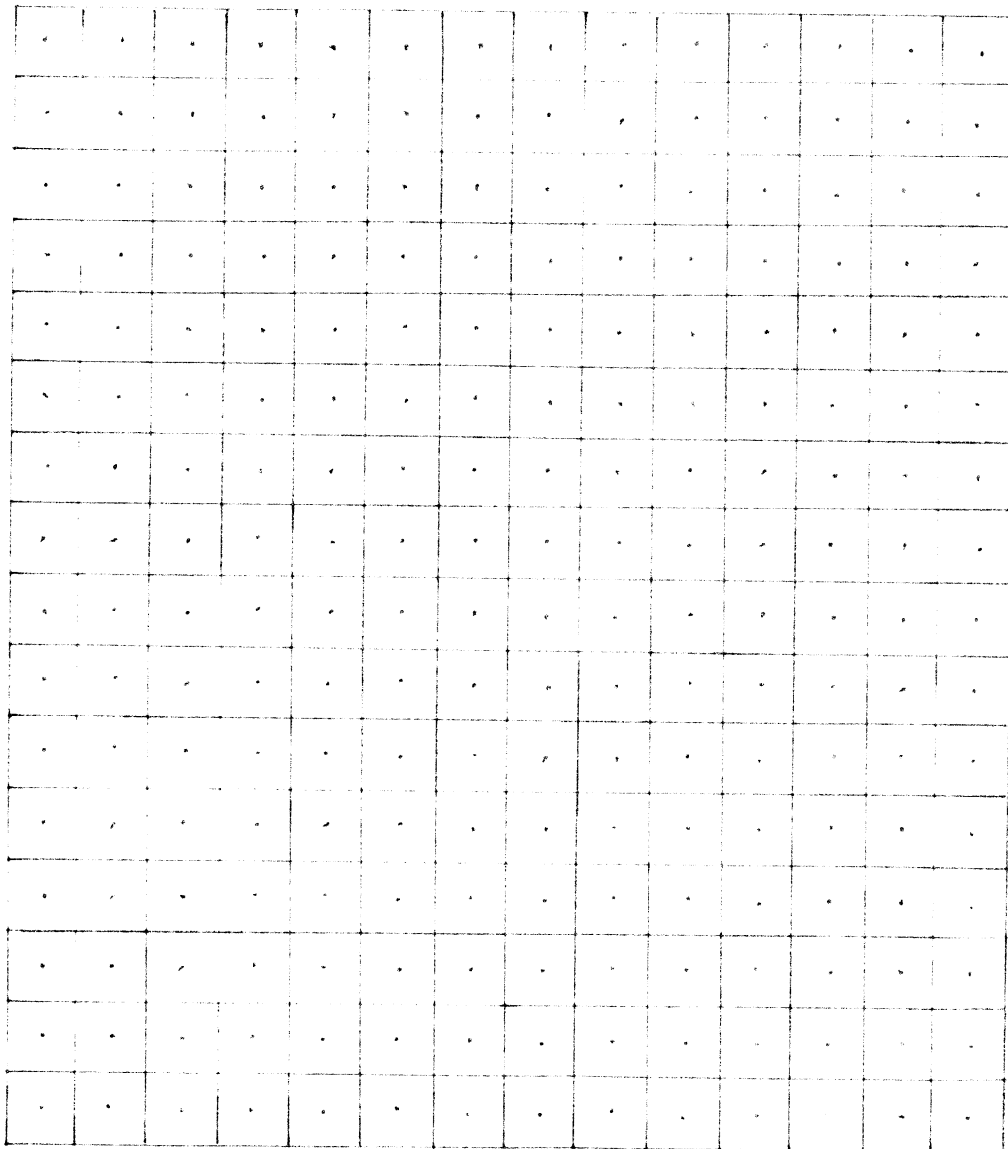
CODE	NO	Z	Y	Yz	X	Xz	Xy	X	Yz
------	----	---	---	----	---	----	----	---	----

07									
06									
05									
04									
03									
02									
01									
00									

RT : INC, LT : DEC, F : END

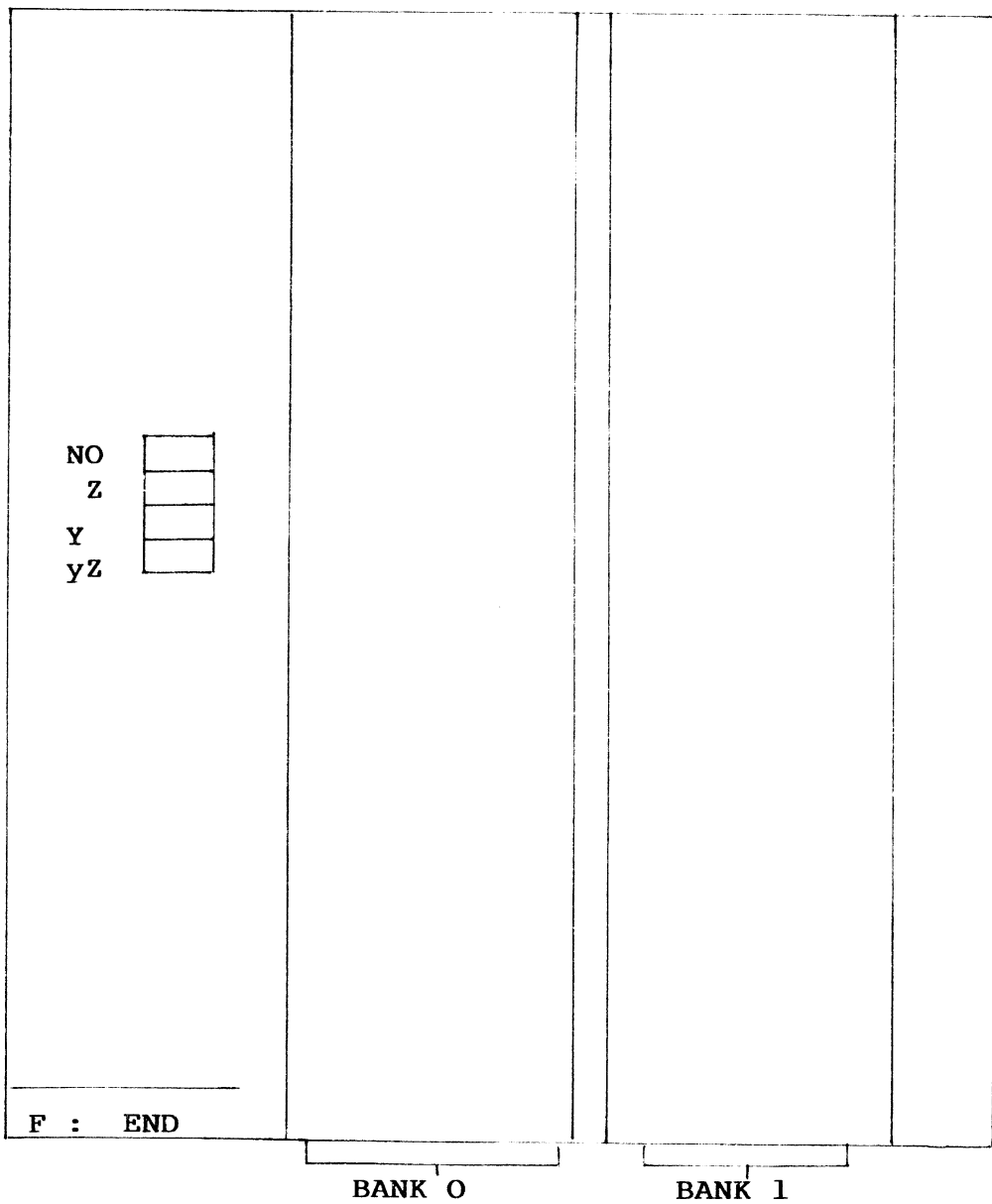
(6) DOT CROSS HATCH Test

This test is to adjust video. The dots displayed in the cross hatch are 1s. Push F button when the test is over.



(7) CHAR Test

Displays all CHAR patterns used in this machine.



(8) SCROLL Test

Display all scroll patterns used in this machine.

(S C R O L L)

038

030

028

020

018

010


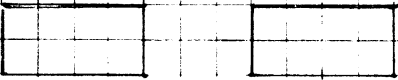
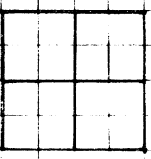


008

000

RT : INC, LT : DEC, F : END

(9) OBJECT Test

Displays the object pattern used in this machine.

(O B J E C T)			
P-000			
C- 0	16 X 16		
P-OBO			
C- 0	16 x 32		
P-OEO			
C- 0	16 x 32		
P-OE8			
C- 0	16 x 32		
P-080			
C- 0	16 X 64		
P-084			
C- 0	16 X 32		
* P : PATTERN NO.			
* C : COLOR CODE.			
RT : INC, LT : DEC, F : END			

(10) SOUND Test

This is to test the sounds of the machine. Select the counter (00 - 1F) by operating the lever.

- 00 Sound is off
- 01 B29 propeller sound (ON) : OFF when at 0B
- 02 B29 explosion
- 03 Ricocheting of enemy bullets
- 04 Explosion of enemy plane
- 05 Player's firing sound
- 06 Player's circling sound
- 07 Sound when taking Pow
- 08 Sound when adding a player plane
- 09 Typewriter sound
- 0A Coin insert sound
- 0B B29 propeller sound (OFF) : ON when at 01
- 0C Player plane propeller sound (OFF) : ON when at 0F
- 0D Player plane take off sound
- 0E Player plane landing sound
- 0F Player plane propeller sound (ON) : OFF when at 0C
- 10 Music OFF
- 11 Background music (B.G.M.)
- 12 Starting music
- 13 Bonus Stage starting music
- 14 B.G.M. when heavy bomber appears
- 15 Bonus Stage clearing music
- 16 Game over music
- 17 Music for ranking of 6th place and under and when displaying 1st to 5th place names
- 18 Top score music
- 19 Music for 2nd to 5th place ranking
- 1A Starting music when heavy bomber appears
- 1B Ringing sound of typewriter
- 1C Unused
- 1D Unused
- 1E Unused
- 1F Unused

* Push the F button to turn on sound other than when counter No. 01 is OFF.

(S O U N D)

S O U N D C O D E 00

RT : INC, LT : DEC., LEVER & F : END

V. Ending the Test

When desiring to end the test, turn off the power supply. To start the game, turn the power supply on again after setting No. 5 of DIP SW B to OFF.

DIP SWITCH - 1942

DIP SWITCH A

ITEM	CONTENTS	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	5	ON	ON						
	2	ON	OFF						
	1	OFF	ON						
	3	OFF	OFF						
BONUS POINTS	1ST 30,000 2ND 100,000 AFTER 100,000			ON	ON				
	" 30,000 " 80,000 " 80,000			ON	OFF				
	" 20,000 " 100,000 " 100,000			OFF	ON				
	" 20,000 " 80,000 " 80,000			OFF	OFF				
TYPE	UPRIGHT					ON			
	TABLE					OFF			
COIN 1	FREE PLAY						ON	ON	ON
	1 CREDIT - 4 COINS						ON	ON	OFF
	1 CREDIT - 3 COINS						ON	OFF	ON
	3 CREDIT - 2 COINS						ON	OFF	OFF
	1 CREDIT - 2 COINS						OFF	ON	ON
	4 CREDIT - 1 COIN						OFF	ON	OFF
	2 CREDIT - 1 COIN						OFF	OFF	ON
1 CREDIT - 1 COIN						OFF	OFF	OFF	

DIP SWITCH B

ITEM	CONTENTS	1	2	3	4	5	6	7	8
PORTRAIT STOP	STOP	ON							
	NORMAL	OFF							
DIFFICULTY	VERY DIFFICULT		ON	ON					
	DIFFICULT		ON	OFF					
	EASY		OFF	ON					
	NORMAL		OFF	OFF					
COIN 2	SAME AS COIN 1								
REVERSAL OF PICTURE	NORMAL				OFF				
	REVERSAL				ON				
TEST MODE	NORMAL					OFF			
	TEST MODE					ON			

